

Games from BIG FIVE will turn your computer into a TRS-80 HOME ARCADE

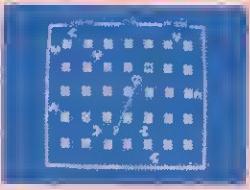
SUPER NOVA[©]



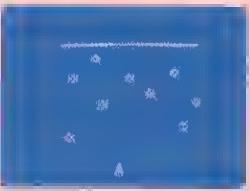
GALAXY INVASION[©]



ATTACK FORCE[©]



COSMIC FIGHTER[©]



METEOR MISSION II[©]



NEW JOYSTICKS!



BIG FIVE SOFTWARE

P.O. Box 9078-185-Van Nuys, CA 91409 • (213) 782-6861

Prices per game: Level 2, 16K Cessatta Mod 1/Mod 3—\$15.95

Level 2, 32K Diskatta Mod 1/Mod 3—\$19.95

10% discount for 2 items, 15% for 3 or more (excludes upgrades).

Please add \$1.50 per order for postage & handling. Calif. residents add 8% sales tax.

Outside USA please add \$3.00 per order for postage & handling.

We accept checks, money orders, and MC/Visa orders (\$2.00 extra for COD).

If you and your TRS-80 have longed for a fast-paced arcade-type game that is truly a challenge, then **SUPER NOVA** is what you've been waiting for. In this two player machine-language game, large asteroids float ominously around the screen. Suddenly your ship appears and you must destroy the asteroids before they destroy you! (But watch out because big asteroids break apart into little ones.) The controls that your ship will respond to are thrust, rotate, hyperspace, and fire. All right! You've done it! You've cleared away all the asteroids! But what is that saucer with the laser doing? Quick! You must destroy him fast because that guy's accurate! *As reviewed in May 1981 Byte magazine.*

The sound of the klaxon is calling you! Cruel and crafty invaders have been spotted in battle formation warping toward Earth at an incredible speed. Suddenly, your ship materializes just below the huge flock of invaders. Quickly and skillfully you shift right and left as you carefully fire your lasers at them. But watch out! A few are breaking out of the convoy and flying straight at you! As the whine of their engines gets louder, you place your finger on the fire button knowing all too well that this shot must connect—or your mission will be permanently over! With sound effects!

Your TRS-80 screen has been transformed into a maze-like playfield for this game. As your ship appears on the bottom of the screen, eight alien ramships appear on the top. All of them are traveling at flank speed directly at you! Quickly and boldly you move toward them and fire missiles to destroy them. But the more aliens you destroy, the faster the remaining ones become. If you get too good you must endure the wrath of the keeper of the mazefield: the menacing "Flagship". You must destroy him fast because, as you will find out, that guy's accurate! With sound effects!

With thousands of stars whizzing by you, your **SPACE DESTROYER** ship comes out of hyperspace directly under a convoy of aliens. Almost effortlessly, you skillfully destroy every last one. But before you can congratulate yourself, another set appears. These seem to be slightly more intelligent than the first set. Quickly you eliminate all of them, too. But your fuel supply is rapidly diminishing. You must still destroy two more sets before you can dock with your space station. All right! The space station is now on your scanners! Oh no! Intruders have overtaken the station! You must skillfully fire your neutron lasers to eliminate the intruders from the station before your engines run out of fuel and explode! With sound!

As you look down on your space viewer you can see the stranded astronauts that are crying out for you to rescue them. But first you must maneuver your shuttle down through the asteroids & meteors before you can reach them. Great! You've got one! But now can you get back to the space station to save your fellow shipmate or will you crash and kill both of you? You can fire your lasers to destroy the asteroids, but watch out, because there could be an alien FLAGSHIP lurking behind! Includes sound effects!

For \$39.95 it's now possible to have the famous ATARI joystick interfaced with your Model 1. All of our tapes are now completely compatible with the joystick. Packaged with complete instructions, you can even use it with your own programs! If your old tapes do not say "Joystick Version" on them and you wish to exchange them for new Joystick versions, enclose \$2 and your old tape. (Call or write for info on Mod 3 joysticks.)

All games ©1980 by Bill Hogue & Jaff Konyu.

Programs are written in machine language for high quality graphics.

Disk versions are self-booting and compatible with Mod 1 and Mod 3 disk systems.

High scores are automatically saved after each game on disk versions.

TRS-80 is a trademark of Tandy Corp.

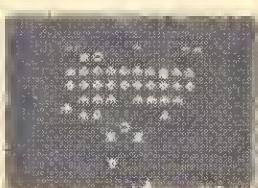
Dealers: All games now available in full color packaging, please inquire.

Games from **BIG FIVE** will
turn your computer into a

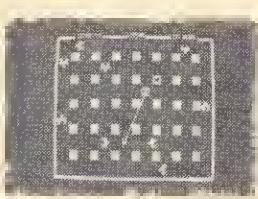
TRS-80 HOME ARCADE



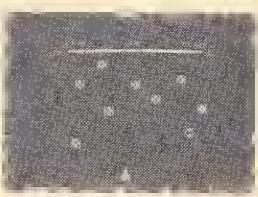
**SUPER
NOVA[©]**



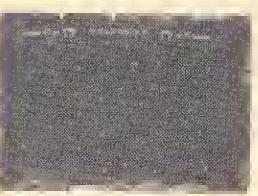
**GALAXY
INVASION[©]**



**ATTACK
FORCE[©]**



**COSMIC
FIGHTER[©]**



**METEOR
MISSION II[©]**

AVAIL. JAN. 30, 1981

BIG FIVE SOFTWARE

P.O. Box 9078-185, Van Nuys, California 91409

Prices per game: Level 2, 16K Mod 1/Mod 3—\$15.95

Level 2, 16K Mod 1/Disk—\$17.95

10% discount for 2 games, 15% for 3 or more.

Please add \$1.50 postage/handling, Calif. residents add 6% tax.

All games are written in machine language and supplied on cassette.
Disk versions save high scores to your TRSDOS or NEWDOS diskette.

If you and your TRS-80 have longed for a fast-paced arcade-type game that is truly a challenge, then **SUPER NOVA** is what you've been waiting for. In this two player machine-language game, large asteroids float ominously around the screen. Suddenly your ship appears and you must destroy the asteroids before they destroy you! (But watch out because big asteroids break apart into little ones.) The controls that your ship will respond to are thrust, rotate, hyperspace, and fire. All right! You've done it! You've cleared away all the asteroids! But what is that saucer with the laser doing? Quick! You must destroy him fast because that guy's accurate!

The sound of the klaxon is calling you! Cruel and crafty invaders have been spotted in battle formation warping toward Earth at an incredible speed. Suddenly, your ship materializes just below the huge flock of invaders. Quickly and skillfully you shift right and left as you carefully fire your lasers at them. But watch out! A few are breaking out of the convoy and flying straight at you! As the whine of their engines gets louder, you place your finger on the fire button knowing all too well that this shot must connect—or your mission will be permanently over! With sound effects!

Your TRS-80 screen has been transformed into a maze-like playfield for this game. As your ship appears on the bottom of the screen, eight alien ramships appear on the top. All of them are traveling at flank speed directly at you! Quickly and boldly you move toward them and fire missiles to destroy them. But the more aliens you destroy, the faster the remaining ones become. If you get too good you must endure the wrath of the keeper of the mazefield: the menacing "Flagship". You must destroy him fast because, as you will find out, that guy's accurate! With sound effects!

With thousands of stars whizzing by you, your **SPACE DESTROYER** ship comes out of hyperspace directly under a convoy of aliens. Almost effortlessly, you skillfully destroy every last one. But before you can congratulate yourself, another set appears. These seem to be slightly more intelligent than the first set. Quickly you eliminate all of them, too. But your fuel supply is rapidly diminishing. You must still destroy two more sets before you can dock with your space station. All right! The space station is now on your scanners! Oh no! Intruders have overtaken the station! You must skillfully fire your neutron lasers to eliminate the intruders from the station before your engines run out of fuel and explode! With sound!

The second **Big Bang** has occurred and the galaxy is full of stray asteroids and meteors. As you look through your space port you see a belt of asteroids drifting across the screen blocking your path to the safety of the space station above. But be careful because meteor showers, exploding suns and invading aliens may strike your ship and send it hurtling back to ground level. How many times can you and your opponent maneuver through those obstacles before time runs out? With sound effects!

Cassette versions require 16K memory, disk versions require 32K.

We accept checks, money orders, and MC/Visa orders.

All games ©1980 by Bill Hogue & Jeff Konyu.

TRS-80 & TRSDOS are trademarks of Tandy Corp.

NEWDOS is a trademark of Apparat, Inc.

Dealer inquiries invited.

For MC/Visa or COD orders, call (213) 782-6861 from 9am-5pm Pacific time

*Games from **BIG FIVE** will
turn your computer into a*

TRS-80 HOME ARCADE

New DISK Versions Available!

Due to popular demand, we are now offering special 32K disk versions of our games. The self-booting diskette is extremely simple and fast to load. Simply insert it into Drive 0 and press the reset button. In just a few seconds you'll be playing the game. As an added bonus, the disk versions contain special programming to allow them to save the high scores to disk. After each game the diskette is accessed and the high scores are recorded to it. If you reload the game at a later date the old high scores will reappear to make it a challenge to "get on the board!"

All games now compatible with the Model 3

Radio Shack's new Model 3 computer opens up new realms of quality for arcade-style game playing at home on a TRS-80. Model 3's special hardware virtually eliminates all of the "thrash" on the video screen (those little annoying black streaks). This allows for super crisp displays that make playing our games even more fun. The versions listed below on the order form are compatible with the Model 3. The cassette versions have the front side written for Model 1, and the back side recorded at 1500 baud for Model 3. Special recording techniques on the disk version below make the same disk compatible with either Model 1 or Model 3: simply insert it into the drive and boot it and it will run.

New Phone Order Line

If you have a Master Card or Visa you may call our order line and charge your order. COD orders will be accepted also, but an extra \$2.00 will be charged. The number is (213) 782-6861 and is monitored Mon-Fri from 9am to 5pm Pacific Time. Be prepared to give your card number, expiration date, name & address, catalog # of games desired, and your telephone number in case we have to call you.

ORDER FORM

Circle catalog # of items desired:

	\$15.95	\$19.95
	<u>Cassette</u>	<u>Diskette</u>

Super Nova	1014	1016
Galaxy Invasion	1024	1026
Attack Force	1034	1036
Cosmic Fighter	1044	1046
Meteor Mission II	1054	1056
Joystick (\$39.95)	1060	(for Mod 1 only)

Upgrade Prices: cassette to disk- \$5.00
new joystick programming- \$2.00

(enclose old tapes and write "UPGR" next to circled item above. Don't forget to include handling charges and Calif. sales tax.)

Total \$ of games ordered: _____
Less quantity discount: - _____

Subtotal: _____

+\$6% tax (Calif. only): _____

+\$1.50 handling: _____ 1.50

+\$1.50 if outside U.S.: _____

+\$2.00 if UPS desired: _____

Total amount enclosed: _____

Check/Money Order #: _____

Visa/MC number: _____

Card exp. date: _____

Signature: _____

Name: _____

Address: _____

City: _____

State: _____ Zip: _____

BIG FIVE
SOFTWARE

P.O. Box 9078-185 • Van Nuys, CA 91409 • (213) 782-6861

*Games from **BIG FIVE** will
turn your computer into a*

TRS-80 HOME ARCADE

New Disk Versions Available!

Due to popular demand, we are now offering special 32K disk versions of our games. These tapes come with a regular 16K Level 2 version on one side and a version on the other side especially written to be dumped onto your TRSDOS or NEWDOS diskette. Packaged with complete instructions on how to accomplish the transfer, these programs allow the high scores that you achieve during play to be permanently saved to disk. Every time you start up the game the previous high scores will appear on the screen. If you wish to clear the high scores and start over, simply execute the Dos command "KILL" to eliminate the file that stores the high scores. These versions are a must for any serious game player with a disk drive!

Model 3 Versions Now Available!

Radio Shack's new Model 3 computer opens up new realms of quality for arcade-style game playing at home on a TRS-80. Model 3 virtually eliminates about 90% of the "thrash" on the video screen (those little annoying black streaks). This allows for super crisp displays that make playing our games even more fun. Our regular Level 2 versions, however, will not work normally on a Model 3. Our new tapes include both a regular Model 1, Level 2 version on one side and a 1500 baud Model 3, Level 2 version on the other side. If you own a Model 3 then take advantage of the high quality built into your computer and order one of our games today!

New Phone Order Line

If you have a Master Card or Visa you may call our order line and charge your order to your credit card. COD orders will be accepted also, but an extra \$2.00 will be charged for this. The number is (213) 782-6861 and is monitored Mon-Fri from 9am to 5pm Pacific Time. Be prepared to give your card number, expiration date, name & address, catalog # of games ordered, and your telephone number in case we have to call you.

ORDER FORM

Circle catalog # of tapes desired:

	\$14.95 Level 2	\$15.95 Lev2/Levl	\$15.95 Lev2/Mod3	\$17.95 Lev2/Disk
Super Nova	1012	1013	1014	1015
Galaxy Invasion	1022	1023	1024	1025
Attack Force	1032	1033	1034	1035
Cosmic Fighter	1042	1043	1044	1045
Meteor Mission II	1052	1053	1054	1055

Total \$ of games ordered: _____
Less quantity discount: - _____

Subtotal: _____
+6% tax (Calif. only): _____
+\$1.00 handling: _____ 1.00
+\$1.00 if outside U.S. _____
+\$2.00 if UPS desired: _____

Total amount enclosed: _____

Check/Money Order #: _____

Visa/MC number: _____

Card exp. date: _____

Signature: _____

Cassette versions require 16K memory, disk versions require 32K
10% discount for 2 games ordered, 15% for 3 or more
If you wish to upgrade your cassette version to disk, or Meteor Mission
to the new version, enclose \$5 and your old tape.

Name: _____

Address: _____

City: _____

State: _____ Zip: _____

BIG FIVE SOFTWARE

P.O. Box 9078-185 • Van Nuys, CA 91409